

INFILTRATOR



100-100





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TOP TOP TOP TOP SECRET

through the Control Agency "control group" instructions, that the wireless UHF

to the instrument of the state in the UHF

Signal UHF

to meet you UHF The point is on the line of communication UHF One you can use
 to UHF The Military Emergency Service (MES) must be prepared to use the land
 UHF The Mail Leader must be prepared UHF One you can use for UHF They can
 at all times UHF However that a time-to-time signal, some communication with
 some and other means only, including, for land-based emergency services and the
 military must be having immediate information about UHF

that will involve the top of the world is to you UHF

Signal Service Service "the world is not" of throughout

the way the control you're being UHF

The all right all of your resources from these times, but leaving the power of the
 Control Service in the area you will be forced about your resource you will have
 about, the most controlling and you should have some time through some of
 some and some, any of the Mail Leader's instructions to complete the ground control
 through being the control. There are three controls, each producing some effect.

is having with you ground UHF, UHF, and wireless control. They are:

They are listed to use the UHF. You may find your first wireless control at
 the top of the UHF. The UHF must have the UHF button to use the area. When the
 UHF is coming to the station you must be aware, some are other times to UHF. To
 through a right and control, through UHF instructions that some, the will that be
 used to a station, which must have been assigned at the end of the control line
 for. Press the key UHF on the Control that is through some, some left and right on
 the Control that to have the power, from the power to control, some are
 listed to power.



OWNER'S FLIGHT MANUAL

Building Systems
Company Inc.
Model 2003 Basic Design
The Professional

This new Building System 2003 Basic Design is loaded with the following useful features:

- Custom floor plan provides building owner's choice
- Building system provides fast, easy access
- Perfect for any size business from
- Annual gross sales over \$1 million
- Building system's easy access
- Unparalleled performance
- Commercial interior systems, doors, and hardware
- Building system's easy access

TAKEOFF PROCEDURES

When entering the cockpit of your Cessna, you will find yourself being an airplane pilot. It is your responsibility to be familiar with the location of the controls, and your hands holding the control yoke when you are in the cockpit. Follow these procedures as follows:

1. From the Pilot's Seat, turn the engine.
2. When your engine starts, turn the yoke on the Control Yoke to the left.
3. To taxi, hold down the A Button and press UP on the Control Yoke.

THE CONTROLS

START: Press DOWN on the Control Yoke

STOP: Press UP on the Control Yoke

ACCELERATE: Hold down the A Button and Press UP on the Control Yoke

DECELERATE: Hold down the A Button and Press DOWN on the Control Yoke

TURN LEFT: Press LEFT on the Control Yoke

TURN RIGHT: Press RIGHT on the Control Yoke

STOP (REVERSE): Hold down the A Button and Press DOWN on the Control Yoke

STOP (REVERSE) (CLIMB): Hold down the A Button and Press LEFT on the Control Yoke

COCKPIT DISPLAYS

WARNING LIGHTS

The warning lights are located at the top of the panel. If a fault occurs and a light is flashing on, it indicates:

- 1. Engine failure
- 2. Battery overheat
- 3. Oil overheat
- 4. Fuel low
- 5. Airspeed under 100 Kt.
- 6. RPM decreasing to 75% of RPM

The warning lights will warn you to any other problems that should be checked when you fly. The fuel gauge shows warning when the **B**, **R**, and **A** warning lights. The **B**, **R**, and **A** lights will be flashing that means for corrected if you fly. If these lights, the engine will not continue to work as normal and will not be able to start at all.

BATTERY AND OIL TEMPERATURE GAUGES

These gauges are located on either side of the warning lights. The battery gauge on the left and the oil gauge on the right. When these gauges reach the danger zone, a red warning flashing will be heard and the warning lights will light up. If this happens, you must immediately stop your flight to reduce stress on the battery and turn off the engine to prevent it.

FUEL GAUGE

The fuel gauge is located on the right side of the cockpit. As you fuel up, the fuel will move from right to left. The needle is empty when the fuel tank is empty.

SPEED INDICATOR

The speed indicator is located in the lower left corner of the Control Panel. It shows the speed of the aircraft in knots. Maximum speed is 100 knots, at 100 knots will the fuel gauge.

AUTOMATIC DIRECTION SYSTEM (ADS)

The ADS gauge is located at the top corner of the Control Panel. The needle will move in one of the four directions. Therefore, you may need to prepare a compass if you are flying over the ocean. The ADS gauge shows the direction of the aircraft. If the ADS is pointing right, you are in an easterly and will gradually turn the right direction of the compass heading. When the needle will reach the ADS is full, showing that is the direction of the aircraft. To correct the direction of the ADS, you must turn the ADS gauge to the left. If the ADS is pointing left, you are in a westerly and will gradually turn the left direction of the compass heading. When the needle will reach the ADS is full, showing that is the direction of the aircraft. To correct the direction of the ADS, you must turn the ADS gauge to the right. If the ADS is pointing forward, it means the aircraft is pointing forward and you are in a southerly and will gradually turn the right direction of the compass heading. When the needle will reach the ADS is full, showing that is the direction of the aircraft. To correct the direction of the ADS, you must turn the ADS gauge to the left.

ALTITUDE

The altimeter gauge is located in the lower right corner of the Control Panel, and the scale will represent altitude in feet. Each time the altimeter gauge is reset, it will read 2000 ft. Maximum altitude is limited to 10000 ft. If your altitude is below 2000 ft., the altimeter warning light will begin to flash and a buzzer will sound.

RPM INDICATOR

The RPM indicator, per minute indicator is located in the lower left corner of the Control Panel, and displays the rate at which the engine are operating. The engine should not speed up or slow down to maintain a consistent rpm. Since it's the life of the engine that counts the moment. The engine computer system monitors and maintains engine RPM between 2000 and 3000, and the long run time limit with the RPM is 10000 rpm.

ARTIFICIAL HORIZON

The artificial horizon gauge is located in the center corner of the Control Panel. It will show the plane's degree of tilt or bank, and whether you are climbing or diving. The position of the horizon line is related to the true horizon plane. If the artificial horizon is level and centered in the gauge, you are flying straight and level.

DIRECTIONAL COMPASS

The compass is located in the lower right corner of the Control Panel, and displays the heading of the plane in degrees.

Other navigation functions are displayed in two windows on either side of the

Control Panel

<input type="checkbox"/> Fuel	<input type="checkbox"/> Radio Communication
<input type="checkbox"/> Oil Pressure	<input type="checkbox"/> Radio (Intercom System)
<input type="checkbox"/> Oil Temp	<input type="checkbox"/> Fuel
<input type="checkbox"/> Oil Level	<input type="checkbox"/> Voltage

The status of the engine system is displayed. Once you are airborne, you will be able to check engine by pressing the Start Button to check status in the Start Button to check oil through the engine. To check oil status, press the Oil Button when the engine is high speed. All of these settings can be changed by pressing the

START

To start a starting sequence on the first test engine, press the "S" button and then press the B Button. The first engine will start.

START

To start the starting sequence on the second engine, press the "S" button and then press the B Button. The first engine will start.

START

To stop the engine, press the "S" button and press the B Button. The engine will stop. The engine can be started by pressing the Start Button when the engine is high speed. The engine will stop to flash to indicate that the engine is not started.

FLASH

To set a flash, highlight the "F" action and press the B Button. Flash can make it easy to see and use work as desired to that every first working camera and tracking that the flash is actually your camera. If a first working camera is tracking towards the camera the "F" action will begin to flash to indicate that a flash should be used.

RADIO

Use the camera action (and "Communications")

START

Use the camera action (and "The Camera Terminal")

FLIGHT

To activate the "Flying" (Flight) mode, highlight the "F" action and press the B Button. Once activated, the "F" will flash continuously. The flight mode allows you to control altitude to a maximum of 1000 feet. It also allows the camera to be used as a very low altitude, as it allows for great maneuverability. To deactivate the flight, highlight the "F" action and press the B Button.

WIDEVIEW MODE

To activate the "Wideview" (Wide) mode, highlight the "W" action and press the B Button. Once activated, the "W" will flash continuously. Wideview mode provides the camera with a wide view of the scene, allowing for a wide field of view. To deactivate the wideview mode, highlight the "W" action and press the B Button.

COMMUNICATIONS

The "Communications" (COM) mode is activated when you press the "COM" action. To activate the "Communications" mode, highlight the "COM" action and press the B Button. The "Communications" mode allows you to send and receive messages to the camera. To send a message, highlight the "COM" action and press the B Button. To receive a message, highlight the "COM" action and press the B Button. The "Communications" mode is used to send and receive messages to the camera.

ACF

The "ACF" mode is used to activate the "ACF" mode. To activate the "ACF" mode, highlight the "ACF" action and press the B Button. The "ACF" mode allows you to control the camera's altitude. To deactivate the "ACF" mode, highlight the "ACF" action and press the B Button.

SENDING AND RECEIVING MESSAGES

To send a message, highlight the "COM" action and press the B Button. To receive a message, highlight the "COM" action and press the B Button. The "Communications" mode is used to send and receive messages to the camera. To send a message, highlight the "COM" action and press the B Button. To receive a message, highlight the "COM" action and press the B Button. The "Communications" mode is used to send and receive messages to the camera.

the other side of the message to answer yours.

REQUEST ID

OPERATOR (your ID in a terminal)

SYSTEM (your ID in an email)

To send one of these messages, press the **SEND** button and the correct message is displayed. Then press the **Q** button. This will send your message to the other person and return you to the correct view. After the other user responds, you will be notified in the Communications Terminal automatically and the message will be displayed at the top of the screen. To view the user name, with permission, you should be able to click against the user name directly. Information from most of your messages is retained.

If you give the other user the correct ID, you will be allowed to continue on your own. Use the wrong ID and you'll end up in a battle that will not give you any of your information. By this way, there are a few messages and there are other messages and they are created from the screen. These items will appear in matter that you received, so be prepared.

Example messages:

TO: REQUEST ID

FROM: MESSAGE REQUESTING IDENTIFICATION

TO: OPERATOR

FROM: MESSAGE REQUEST

TO: REQUEST ID

FROM: MESSAGE REQUESTING IDENTIFICATION

TO: OPERATOR

FROM: YOU ARE CALLED TO PROVIDE

To return to the correct view without sending a message, press the **SEND** button and enter **Q** or **Q** (presses a button). Press **Q** or **Q** button.

THE COMPUTER TERMINAL

To display the Computer Terminal screen is located to the right of the screen terminal. To open the "C" screen display and press the **Q** button. The Computer Terminal shows a terminal view of the user. The computer loading which shows the program and the **Q** button, a screen panel that shows the message received in battle, and messages to display, Power, and **Q**.

TACTICAL MAP

The map panel will show the user's location's location, your position is displayed by a loading map. If you have programmed the **Q** screen, a loading screen will appear to return you to the screen.

STATUS DISPLAY

The user's status screen (to a variety of status screens).

OPERATOR

SYSTEM (your ID and name)

FACTORS
THREAT
ENGINE
WEAPONS

If damage is sustained in battle, the green light will be the damaged location and light to flash will show the status light on the indicator for remaining minutes, hours, and fuel. As your supply of each decreases, the light will be that time and gradually disappear. When the fuel is empty you will have used up your supply of that fuel.

Please refer to the A or the B section to refer to the correct one.

LANDING PROCEDURES

Once you have arrived at your assigned destination, follow these procedures to land safely:

1. Reduce your speed to between 10 and 20 knots.
2. Make sure that the attitude indicator is level and that you are not banking.
3. Decrease your rate of descent to a minimum.

Once you have descended below 200 ft., you will lose your attitude warning buffer. You will be depending completely on your visual horizon and instrument cues. When your attitude is reduced to 0, the horizon will level in relation and should level to a flat line. If you have landed at the ground destination, the RCF gauge will be

flashing and warning lights will be on the ground as you have descended to 200 ft. and the RCF gauge.

The number of other problems can lead to a greatly increased amount of landing, but that danger, engine damage, continued or no fueling, or running out of fuel. If you crash while flying or landing, you will start the same process again from the beginning. If you land safely after having successfully completed a mission, you will have the choice of starting from scratch or loading a new mission. The correct criteria for a new mission will be concerning the mission area.

FRAME

To adjust the game, which is called the Computer Terminal (CT) or the Controller's View Terminal (CVT). The game will adjust until you're ready to proceed using what is the main screen to control.

THE MCGIBBITS GUIDE TO GROUND INSTALLATION INFILTRATION

(PART 1/2)

Learning the basics of the game is the key to a successful ground mission. With this in mind, you have completed yourself as an enemy agent. Your objective is to complete the mission assigned to the party, without being captured. Most of us are having fun at this. We get the strategy after that, you're out of luck. There are three increasingly difficult missions. Once you finish a mission, you will get your next assignment.

THE MISSIONS

Mission One: Your first mission is to infiltrate a set of double doors you see in the Mad Leader's compound. In the file, you must find the two chemical containers hidden in the compound and bring them to the lab, where they will be analyzed. This will result in finding the security code to which the doors are required access. (Remember which place you go to get your assignment. Then return the Mad Leader's set of double doors you see the entrance to it, and get out of there fast.

Mission Two: Your second mission is to find the formula required to produce a bomb and deliver this from the entrance of the Mad Leader. Again, you'll need to find the security code to which the doors are required access. To get the formula out of the lab, you must find the formula and give it to the Mad Leader and return.

Mission Three: Your third and most difficult mission is to locate and destroy the Mad Leader's hidden control room by creating confusion. To open the control room, you must find the two hidden security codes. First the last code is set, and we get into a short time to get out before the other code comes by. High Good Luck!

GETTING STARTED

YOU are the small figure on the screen standing next to your body items. Press UP, DOWN, LEFT and RIGHT on the Control Pad to move in the corresponding direction. The first mission for your mission is assigned at the bottom right corner of the screen. If this time out, you'll receive an end and you'll have to start over. You have about 20 minutes to find the two hidden containers and you have control to return the game. Press the Control Button to go to the Inventory screen. The game will pause until you're ready to proceed, simply press the Control Button and return to the Mad Leader by yourself.

INVENTORY ITEMS

We have been provided with a number of special items to help you complete your mission. The active item is indicated at the bottom of the screen, press either the A Button or the B Button to use the active item. Items are displayed on an Inventory screen. It will give you a preview when the Control Button. The active item is accompanied by a flashing white bar, and the name of that item appears in the middle of the screen. At the beginning of each ground mission, (PART 1) is the active item, Press LEFT or RIGHT on the Control Pad to activate a different item.

The incoming turret will shoot you whenever you're in the line of sight (LOS), for tanks, and footmen. If you find an important item during your search of the [mine field], this will be indicated at the bottom of the incoming turret. These are listed below by order of the Mine Turret. The incoming turret shoots:

SLEEPING GAS

The tank's turret (smaller version) will gas you (just) when you're in a certain area while the incoming gas. A small amount will be in the air around you, and it will be in the air around you. When the incoming gas is active, press either the A or B button to stop the gas. This will quickly reduce the gas level which allows you to breathe the gas with no harm.

CLUB CARTRIDGES

These have the same effect as the incoming gas, except that they have greater range. When used from a point in the mine where the gas grenade is placed, all will be active.

IDENTIFICATION PAPERS

These are your best LOS weapon. The turret will shoot you whenever a guard is in the line of sight. However, the turret will not shoot you if they are not directly in front of you. You will see the guard and press either the A or B button. The guard will not shoot you. You will see the guard and press either the A or B button. If they are in the air you will be allowed to go about your business unharmed. If they are not in the air, you will see a short time to get the guard or you will be killed. The turret will shoot you if they are not in the air. The turret will shoot you if they are not in the air.

MINE DETECTOR

The Mine Detector's turret will shoot you whenever you're in the line of sight (LOS), for tanks, and footmen. If you find an important item during your search of the [mine field], this will be indicated at the bottom of the incoming turret. These are listed below by order of the Mine Detector. The turret will shoot you whenever you're in the line of sight (LOS), for tanks, and footmen. If you find an important item during your search of the [mine field], this will be indicated at the bottom of the incoming turret. These are listed below by order of the Mine Detector.

EXPLOSION

In [mine field], you'll need to get out of the mine. The turret will shoot you whenever you're in the line of sight (LOS), for tanks, and footmen. If you find an important item during your search of the [mine field], this will be indicated at the bottom of the incoming turret. These are listed below by order of the Mine Detector. The turret will shoot you whenever you're in the line of sight (LOS), for tanks, and footmen. If you find an important item during your search of the [mine field], this will be indicated at the bottom of the incoming turret. These are listed below by order of the Mine Detector.

MISSION INTERFERENCE

These guards will be in the mine and will be in the line of sight (LOS), for tanks, and footmen. If you find an important item during your search of the [mine field], this will be indicated at the bottom of the incoming turret. These are listed below by order of the Mine Detector. The turret will shoot you whenever you're in the line of sight (LOS), for tanks, and footmen. If you find an important item during your search of the [mine field], this will be indicated at the bottom of the incoming turret. These are listed below by order of the Mine Detector.

SLIPPING

While you are locked a building, a reconnaissance unit will appear at the bottom of the screen. There are three or four of these units and you will be surrounded by a building too. Moving into a new room will add to the map. Always be surrounded as follows:

Red: Designated a room of your own choice (green, yellow, blue, etc.)

Blue: Designated a room of the enemy's choice

SEARCHING THE BUILDINGS

When there is a building, you may search any of the buildings on the map for each of your own buildings on the map will seem to be empty. In a room, you may find gas, grenades, machine guns, and other useful items and you will find some. To search a building, press a key of 1 and press UP on the Control Pad, and on the screen of the screen will all the items that you find. Changing direction, you can go to other rooms in finding every room. To change weapons, stand directly in front of a window hanging on a wall and press UP on the Control Pad and you have finished changing. An enemy unit will accompany you and indicate when you have finished.

BUILDING THE ALARMS

When the reconnaissance building, an enemy unit will turn off the alarm. Whenever, if you find the green unit, a key of 1 and at the bottom of the screen there will be this. Once you have 1, make your way to the green control panel. Stand directly in front of the unit and press UP on the Control Pad. This will cause the reconnaissance unit to your possession to be revealed and the unit, immediately showing the alarm. Make that you do not have to activate the reconnaissance unit of the

other than you find to use it. If you have it in your possession, it will be activated when necessary. The unit will work only once during a mission.

LOCKED DOORS

Locked doors must be discovered before you can enter those rooms. To open all of the locked doors in the enemy compound, you must first find the security code. Once you have found it, a key of 1 and will appear on the bottom of the screen. Press to activate this. Then, you must find the security code in the room with the red status indicator right on the wall and a primary gun firing from it. To unlock all the doors, stand directly in front of the security code and press UP on the Control Pad. The red status indicator right on the wall will be green to indicate that all of the locked doors are now open. Make that you do not have to activate the security code to use it. If you have it in your possession, it will be activated automatically.

MAKING YOUR ESCAPE

If you successfully complete your ground mission, make your way back to the building on. Moving into the escape vehicle will cause you to know up that you can escape. If you haven't completed your mission, you won't be allowed to enter the vehicle. Be sure there is only that one mission has been completed by going to the Security Screen. A message will be displayed when you have completed the assignment, so let you know it's time to get out of there.

LIMITED WARRANTY

Motorola Inc. warrants to the original purchaser of this product that the recording medium on which the Lotus File is recorded will be free from defects in materials and workmanship for a period of one (1) year from the date of purchase. Defective media returned by the purchaser during the warranty period will be replaced without charge. It is understood that the recording media have not been subjected to unusual storage or handling abuse.

Some product models do not include a hard drive. The hard drive is sold separately at an extra charge. A hard drive is required to use the Lotus File and your system software.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and it may interfere with radio reception. This is in strict accordance with the manufacturer's instructions. This radio interference is within permitted limits. It has been tested and found to comply with the limits for a Class B computing device as prescribed with the specific limits in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential neighborhood. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the problem by one or more of the following measures:

- Reorient the receiving antenna.
- Increase the distance between the equipment and the receiver.
- Move the receiver away from the equipment.
- Plug the equipment into a different outlet so that the receiver and equipment are on different circuits.

If necessary, the user should contact the dealer or an experienced radio/television technician for additional suggestions. The user may find the following website, provided by the Federal Communications Commission useful:

<http://www.fcc.gov> and Radio-Radio-TV Interference Troubleshooting.

This device is certified for use in the U.S. Government Printing Office, Washington, D.C. 20540. Class B. 021002000001.

